

SECOND EDITION

# PATHFINDER



## CRITICAL HIT DECK

**54 CRITICAL HIT CARDS**  
for the Pathfinder Roleplaying Game

# THE RULES

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A group can use a *Critical Hit Deck* in their game to make combat more surprising and dangerous. Whenever a PC scores a critical hit due to a natural 20 on the die roll, that player can draw one card from this deck and apply the effect appropriate to that attack's type (bludgeoning, piercing, or slashing in the case of a weapon or unarmed attack, or bomb or spell for either a bomb or spell attack roll). Since these effects can be deadly against player characters, the GM draws for a monster, NPC, or hazard only if the creature or hazard's level is equal to or greater than the target's level.

## DEADLY VARIANT

For a deadlier and more chaotic game, the GM can allow a player to draw on any critical hit, not just one due to a natural 20, and draw for any critical hits scored by an enemy regardless of that enemy's level.

## SPECIAL RULES

- A critical hit still deals double damage to the target unless the card's entry says it deals normal damage or triple damage, or if the entry's effect doesn't apply to the attack used.
- Any effect listed as a Crit Effect replaces your attack's critical specialization effect (*Pathfinder Core Rulebook* 283), if it had one. You can disregard the card effect and use your attack's existing critical specialization effect if you prefer.
- Any card effect using a critical specialization effect follows the rules for that effect unless stated otherwise.
- Effects that scale by level use the attacker's level. The save DC for an effect inflicted by a PC is their class DC. For other creatures and hazards, use a hard DC for the creature or hazard's level.
- An effect that lasts until healed ends once the target has Hit Points restored with Treat Wounds or is restored to full Hit Points and rests for 10 minutes.

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### CRUNCH

**Crit Effect:** The target is sickened 3.

Bludgeoning



### FOREARM PIERCING

**Crit Effect:** The target drops one weapon it's holding (chosen randomly by the GM).

Piercing



### SURPRISE OPENING

**Crit Effect:** You gain 1 action that you can use before the end of your turn to use an attack action against the target.

Slashing



### ALLERGIC REACTION

The target takes 1d8 poison damage.

Bomb or Spell



### WHERE AM I?

Normal damage. **Crit Effect:** The target is stunned 2.

Bludgeoning



### SURPRISE OPENING

**Crit Effect:** You gain 1 action that you can use before the end of your turn to use an attack action against the target.

Piercing



### MISSING EAR

Normal damage. The target takes a -2 circumstance penalty to Perception checks and Charisma-based checks except Intimidation until healed.

Slashing



### MIND CLOUD

The target is stupefied 2 until healed.

Bomb or Spell



### SURPRISE OPENING

**Crit Effect:** You gain 1 action that you can use before the end of your turn to use an attack action against the target.

Bludgeoning



### TONGUE PIERCING

The target must succeed at a DC 5 flat check to cast spells with the verbal component until healed.

Piercing



### BROW TO CHIN

**Crit Effect:** The target takes a -2 status penalty to Perception and ranged attack rolls until healed.

Slashing



### OLFACTORY OVERLOAD

The target loses its sense of smell and any scent ability or other olfactory senses until healed.

Bomb or Spell



### CRACKED RIB

The target is fatigued.

Bludgeoning



### MOMENTUM

You gain a +2 circumstance bonus to all attack rolls until the end of your next turn.

Piercing



### GORY

The target is sickened 1.

Slashing



### STUNNED

Normal damage. The target is stunned 2.

Bomb or Spell



### FEEBLE PARRY

**Crit Effect:** The target drops one weapon it's wielding, determined by the GM.

Bludgeoning



### SHOULDER WOUND

**Crit Effect:** Until healed, the target is clumsy 1 and enfeebled 2.

Piercing



### HAMSTRING

Normal damage. **Crit Effect:** The target is knocked prone. The target is also clumsy 2 until healed.

Slashing



### CUT OFF FROM MAGIC

Normal damage. The target can't cast spells or activate magic items for 1d4 rounds.

Bomb or Spell



### CRACKED KNEE

**Crit Effect:** Until healed, the target is clumsy 2 and takes a -5-foot status penalty to land Speed.

Bludgeoning



### CALF JAB

**Crit Effect:** Until healed, the target is clumsy 1 and takes a -10-foot status penalty to land Speed.

Piercing



### UGLY WOUND

The target takes a -2 circumstance penalty to checks with all Charisma-based skills except Intimidation.

Slashing



### NOW YOU SEE ME...

You become invisible until the end of your next turn or until you use a hostile action.

Bomb or Spell



### BELL RINGER

**Crit Effect:** The target is sickened 2, and it is stupefied 2 until it is no longer sickened.

Bludgeoning



### SKEWERED

Triple damage. **Crit Effect:** The target is slowed 1 for 1 round.

Piercing



### MOMENTUM

You gain a +2 circumstance bonus to all attack rolls until the end of your next turn.

Slashing



### PETRIFIED

The target is petrified for 10 minutes.

Bomb or Spell



### SPLIT OPEN

**Crit Effect:** The target takes 1d6 persistent bleed damage.

Bludgeoning



### SEND 'EM REELING

**Crit Effect:** The target is flat-footed until the end of its next turn.

Piercing



### SHATTERED JAW

**Crit Effect:** Until healed, the target is wounded 1 and can't speak, eat, drink, or make attacks with its jaws.

Slashing



### PROTECTIVE CHARM

You gain a +2 status bonus to AC and all saving throws until the end of your next turn.

Bomb or Spell



### MOMENTUM

You gain a +2 circumstance bonus to all attack rolls until the end of your next turn.

Bludgeoning



### BLOWBACK

The target is knocked prone.

Piercing



### TANGLED

**Crit Effect:** You can attempt to Grapple the target as a free action. This uses the same multiple attack penalty as your attack and doesn't count toward your multiple attack penalty.

Slashing



### PRETTY COLORS

The target is dazzled until the end of your next turn.

Bomb or Spell





### I SEE STARS

Normal damage. **Crit Effect:** The target is dazzled until healed.

Bludgeoning



### PINHOLE

**Crit Effect:** The target takes 1 persistent bleed damage that can't be removed until the target is healed.

Piercing



### DISEMBOWEL

Triple damage.

Slashing



### CONDUIT

The target takes a -2 status penalty to AC and saves against your bombs or spells until the end of your next turn.

Bomb or Spell



### BROKEN NOSE

The target takes 1d4 persistent bleed damage.

Bludgeoning



### TWO IN A ROW

**Crit Effect:** Deal normal damage to an additional target adjacent to the original target.

Piercing



### WEAPON STRIKE

**Crit Effect:** Deal normal damage to one of the target's weapons (applying Hardness normally).

Slashing



### NERVE DAMAGE

Normal damage. The target is slowed 1 until healed.

Bomb or Spell



### CRUSHED TOE

Normal damage. The target is clumsy 2 and takes a -10-foot status penalty to land Speed. Both effects last until healed.

Bludgeoning



### STINGER

Normal damage. The target is sickened 3.

Piercing



### MISSING DIGITS

Normal damage. **Crit Effect:** The target loses 1d4 fingers on one hand and becomes clumsy 1 until subject to a *regeneration* spell or similar effect.

Slashing



### STRANGE GOD

Normal damage and the target is restrained, using your class DC as the DC to Escape.

Bomb or Spell



### NUMBING BLOW

Normal damage. **Crit Effect:** The target is clumsy 1 for 1 minute and must succeed at a Reflex save or drop one item it holds at random.

Bludgeoning



### SUCKING CHEST WOUND

The target is fatigued.

Piercing



### OVERHAND CHOP

**Crit Effect:** 1d8 persistent bleed damage.

Slashing



### KNOCKBACK

Push the target up to 10 feet.

Bomb or Spell



### CRUMPLING BLOW

The target is knocked prone.

Bludgeoning



### PIERCED

The target is slowed 1 until the end of its next turn.

Piercing



### THROAT SLASH

Normal damage. **Crit Effect:** The target takes 1d8 persistent bleed damage. The target can't talk, cast spells with a verbal component, or breathe while subject to this bleed damage.

Slashing



### LIFE LEECH

If this is a spell, the target becomes doomed 1 and you regain 1d8 Hit Points.

Bomb or Spell



### SHATTERED HAND

Normal damage. Until healed, the target is clumsy 2 and enfeebled 2, and it can't use one of its hands (chosen randomly by the GM).

Bludgeoning



### RIGHT IN THE EAR

Normal damage. The target is deafened until healed.

Piercing



### STAND ASIDE

Push the target 5 feet.

Slashing



### VAMPIRIC FEEDBACK

Normal damage. You regain Hit Points equal to half the damage you dealt.

Bomb or Spell



### TWO FOR ONE

**Crit Effect:** Deal normal damage to one target adjacent to the original target.

Bludgeoning



### PINNED ARM

As the bow critical specialization effect, and the target can't use one of its arms until freed. If using a melee weapon, you must drop it to gain this effect.

Piercing



### CUT STRAPS

**Crit Effect:** The target's armor check penalty doubles until the armor is Repaired (DC 15).

Slashing



### ELECTROCUTED

If this is a electricity spell or bomb, the target takes double damage, and at the start of its next turn, it takes normal damage. Any other bomb or spell deals double damage.

Bomb or Spell



### AND STAY DOWN!

Normal damage. **Crit Effect:** The target is knocked prone and stunned 2.

Bludgeoning



### VENTILATED

Triple damage.

Piercing



### KNOCKBACK

Push the target up to 10 feet.

Slashing



### FROZEN

If this is a cold bomb or spell, the target takes triple damage and is slowed 2 for 1 round. Any other bomb or spell deals double damage.

Bomb or Spell



### RATTLED

Normal damage. **Crit Effect:** The target is confused for 1 round.

Bludgeoning



### GUARDED STRIKE

**Crit Effect:** Gain a +2 circumstance bonus to AC until the end of your next turn.

Piercing



### SEVERED TENDON

**Crit Effect:** Until healed, the target is clumsy 1 and takes a -5-foot status penalty to its land Speed.

Slashing



### POWER SURGE

Triple damage.

Bomb or Spell





### NIGHTY NIGHT

Normal damage. **Crit Effect:** The target falls unconscious and can't wake up until the end of its next turn.

Bludgeoning



### PAINFUL POKE

The target is stunned 1.

Piercing



### THAT'LL LEAVE A MARK!

Normal damage. **Crit Effect:** The target takes 2d6 persistent bleed damage.

Slashing



### DEVASTATING STRIKE

Triple damage. The target is stunned 1.

Bomb or Spell



### BRAINED

The target is stunned 1.

Bludgeoning



### KIDNEY PIERCING

The target is sickened 2.

Piercing



### FINGERTIPPED

Normal damage. Until healed, the target is clumsy 1 and can't use one of its hands (chosen randomly by the GM).

Slashing



### EYEBURN

The target is blinded until the end of its next turn.

Bomb or Spell



### COLLAPSED LUNG

Normal damage. **Crit Effect:** Until healed, the target is enfeebled 2 and fatigued.

Bludgeoning



### NERVE CLUSTER

Normal damage. **Crit Effect:** The target is stunned 2.

Piercing



### RUPTURE ABDOMINAL CAVITY

Triple damage. The target is fatigued.

Slashing



### TRANSPOSITION

If this is a spell attack, you and the target switch places. This is a teleportation effect.

Bomb or Spell



### BONE MASHER

Normal damage. **Crit Effect:** Either the target is clumsy 2 and takes a -10-foot status penalty to land Speed or is clumsy 2 and can't use one of its arms (your choice). Either effect lasts until healed.

Bludgeoning



### PUNCTURED LUNG

**Crit Effect:** The target is suffocating (*Pathfinder Core Rulebook* 478) until subject to magical healing.

Piercing



### PAIN AND SIMPLE

Triple damage.

Slashing



### HYPNOTIC LINK

If this is a spell, the target takes normal damage and is controlled by you until the end of its next turn.

Bomb or Spell



### OVERWHELMING SMASH

Triple damage.

Bludgeoning



### NICKED AN ARTERY

Normal damage. **Crit Effect:** The target takes 2d6 persistent bleed damage.

Piercing



### CARVE YOUR INITIALS

Normal damage. The target is so humiliated it can do nothing but attack you. At the end of each of its turns, it can attempt a Will save to end this effect.

Slashing



### DISTRACTION

The target is flat-footed until the end of its next turn.

Bomb or Spell



### RUPTURED SPLEEN

Normal damage. **Crit Effect:** The target takes 1 persistent bleed damage that can't be removed until the target has been subject to magical healing.

Bludgeoning



### MUSCLE SEVERED

Normal damage. **Crit Effect:** Until healed, the target is clumsy 3 and enfeebled 3.

Piercing



### LEAN INTO THE BLOW

Triple damage. You drop your weapon.

Slashing



### FUNNY BONE

The target laughs uncontrollably until the end of its next turn. While laughing, it is slowed 1 and can't use reactions.

Bomb or Spell



### OFF BALANCE

Normal damage. The target triggers reactions as if it just used a move action. It is also flat-footed until the end of its next turn.

Bludgeoning



### CHIPPED BONE

The target is clumsy 1 until healed.

Piercing



### HACK AND SLASH

Triple damage. The target is flat-footed until the end of its next turn.

Slashing



### SHRINK AFTEREFFECT

Normal damage. The target is reduced in size as if subject to a *shrink* spell (*Pathfinder Core Rulebook* 369) until the end of its next turn.

Bomb or Spell



### CRUSHED INTESTINES

Normal damage. **Crit Effect:** The target is wounded 2 and enfeebled 2 until it is no longer wounded.

Bludgeoning



### LODGED IN THE BONE

**Crit Effect:** The target takes 1d6 persistent bleed damage.

Piercing



### SEVERED SPINE

**Crit Effect:** The target must succeed at a Fortitude save or be paralyzed until healed.

Slashing



### PSYCHIC OVERFLOW

The target takes 1d8 mental damage.

Bomb or Spell



### CRUSHED TRACHEA

**Crit Effect:** The target is suffocating (*Pathfinder Core Rulebook* 478) until subject to magical healing. It can't speak while it is suffocating.

Bludgeoning



### PIERCED ELBOW

The target drops one item it is holding (determined randomly by the GM).

Piercing



### LONG GASH

Normal damage. **Crit Effect:** The target takes 1d4 persistent bleed damage. The DC of the flat check to remove this bleed damage is 5 higher than normal.

Slashing



### VULNERABILITY

The target gains weakness 5 to any damage types dealt by the bomb or spell for 1 minute.

Bomb or Spell





### SKULL CRUSH

**Crit Effect:** The target is stupefied 3 until healed.

Bludgeoning



### HAND WOUND

**Crit Effect:** Until healed, the target is clumsy 2 and can't use one of its hands (determined randomly by the GM).

Piercing



### BROAD SWIPE

The target takes 1d4 persistent bleed damage.

Slashing



### LINGERING DAMAGE

The target takes 1d6 persistent damage of the same type as the bomb or spell's damage.

Bomb or Spell



### CAVED SKULL

Triple damage. **Crit Effect:** The target must succeed at a Fortitude save or die.

Bludgeoning



### OVERREACTION

Normal damage. The target triggers reactions as if it just used a move action. It is also flat-footed until the end of its next turn.

Piercing



### PAPER CUT

The target takes a -2 status penalty to attack rolls until the end of its next turn.

Slashing



### UNNATURAL SELECTION

Triple damage to aberrations, celestials, fiends, and monitors. Double damage to all other creatures.

Bomb or Spell



### TO YOUR THINKY BITS

**Crit Effect:** The target is stupefied 2 until healed.

Bludgeoning



### CLEAN THROUGH

Triple damage.

Piercing



### WIDE OPEN

The target is flat-footed until the end of its next turn.

Slashing



### HOARDER'S WRATH

Triple damage to dragons. Double damage to all other creatures.

Bomb or Spell



### DAZING THUD

The target is stunned 1.

Bludgeoning



### CHEEK PIERCED

The target must succeed at a DC 5 flat check to cast spells with a verbal component until healed.

Piercing



### ACROSS THE EYES

Normal damage. **Crit Effect:** The target is blinded until healed.

Slashing



### SLOWED DOWN

The target is slowed 2 for 1 round.

Bomb or Spell



### CLOCKED!

Triple damage. The target is knocked prone.

Bludgeoning



### HEAD SHOT

Triple damage. **Crit Effect:** The target must succeed at a Fortitude save or die.

Piercing



### FROM CHOPS TO GROIN

Triple damage. **Crit Effect:** The target must succeed at a Fortitude save or die.

Slashing



### DOOMED!

The target is slowed 1 for 1 round, and is also doomed 1.

Bomb or Spell



### BROKEN RIBS

Normal damage. **Crit Effect:** The target is slowed 1 until healed.

Bludgeoning



### SPINAL TAP

Normal damage. **Crit Effect:** The target is sickened 3.

Piercing



### NERVE SLICE

**Crit Effect:** The target is slowed 2 for 1 round.

Slashing



### FORCEFUL BLAST

The bomb or spell deals an additional 1d8 force damage.

Bomb or Spell



### STAGGERING BLOW

**Crit Effect:** The target is stunned 2.

Bludgeoning



### HEART SHOT

Triple damage. **Crit Effect:** The target takes 1d4 persistent bleed damage.

Piercing



### LEG SWIPE

The target is knocked prone.

Slashing



### TERRIFYING DISPLAY

The target is frightened 3.

Bomb or Spell



### THUNDER STRIKE

**Crit Effect:** The target is deafened until healed.

Bludgeoning



### NAILED IN PLACE

As the bow critical specialization effect. If this is a melee weapon, you must drop the weapon to gain this effect. If this attack already has that effect, the Athletics check to pull free is DC 20 instead of DC 10.

Piercing



### DECAPITATION

Triple damage. **Crit Effect:** The target must succeed at a Fortitude save or die.

Slashing



### RETURNING SPELL

If a spell attack, the spell or spell slot is not expended.

Bomb or Spell



### BOX THE EARS

The target is deafened until healed.

Bludgeoning



### JAVELIN CATCHER

Triple damage if the attack was a ranged or thrown attack. Double damage for all other attacks.

Piercing



### LIP CUT

The target must succeed at a DC 5 flat check to cast spells with a verbal component until healed.

Slashing



### CALL OF THE WILD

Triple damage to animals, beasts, and fey. Double damage to all other creatures.

Bomb or Spell





### CONCUSSION

Normal damage. The target is confused for 1 minute and stupefied 2 until healed.

Bludgeoning



### INFECTION

The target must succeed at a Fortitude save or contract filth fever (*Pathfinder Bestiary* 258).

Piercing



### FLAY

Normal damage. The target is enfeebled 3 until healed.

Slashing



### CORROSIVE

If this is an acid bomb or spell, the target takes triple damage and 1d6 persistent acid damage. Any other bomb or spell deals double damage.

Bomb or Spell



### BREATHLESS

The target is fatigued.

Bludgeoning



### SPUN AROUND

The target is flat-footed until the end of its next turn.

Piercing



### SLICED HAND

Normal damage. Until healed, the target is enfeebled 1, clumsy 1, and can't use one of its hands (determined randomly by the GM).

Slashing



### COMBUSTION

If this is a fire bomb or spell, the target takes triple damage and 1d6 persistent fire damage. Any other bomb or spell deals double damage.

Bomb or Spell



### MY TEEF!

The target must succeed at a DC 5 flat check to cast spells with the verbal component until healed.

Bludgeoning



### GUSHER

The target takes 1d6 persistent bleed damage.

Piercing



### TERRIBLE CUT

Triple damage.

Slashing



### EXCRUCIATING

The target is sickened 3.

Bomb or Spell



### ARMOR DENT

Normal damage. **Crit Effect:** Deal the same amount of damage to the target's armor, ignoring that armor's Hardness.

Bludgeoning



### EYE PATCH FOR YOU

Triple damage. **Crit Effect:** The target is dazzled until healed.

Piercing



### FLAT-BLADE THWACK

Triple damage. You can deal bludgeoning damage instead of slashing damage.

Slashing



### MAGICAL GLOW

The target glows for 1 minute with the effect of a *faerie fire* spell.

Bomb or Spell



### SOUL-CRUSHING BLOW

**Crit Effect:** The target is doomed 1 and is stupefied 1 for as long as it is doomed.

Bludgeoning



### KNOCKBACK

The target is pushed 10 feet.

Piercing



### ARMOR DAMAGE

The target's armor also takes the damage (applying the armor's Hardness normally).

Slashing



### DRAINING STRIKE

The target loses one random prepared spell or spell slot, as determined by the GM.

Bomb or Spell



### SHIELD SMACK

**Crit Effect:** The target must succeed at a Reflex save or drop a shield it's holding.

Bludgeoning



### PENETRATING WOUND

The attack ignores all resistances.

Piercing



### MUSCLE WOUND

**Crit Effect:** The target is enfeebled 2 until healed.

Slashing



### INTENSE STRIKE

The attack ignores all resistances.

Bomb or Spell



### KNOCKBACK

**Crit Effect:** The target is pushed 1d4x5 feet away.

Bludgeoning



### DEEP HURTING

**Crit Effect:** The target is fatigued.

Piercing



### GUT SLASH

The target takes 1d4 persistent bleed damage and any creature it Swallows Whole is immediately released.

Slashing



### INTENSE SPLASH

The target takes normal damage, and all creatures adjacent to the target take half damage of the same type.

Bomb or Spell



### LOW BLOW

**Crit Effect:** The target is sickened 2 and slowed 1 as long as it remains sickened.

Bludgeoning



### HOBbled

**Crit Effect:** Until healed, the target is clumsy 2 and takes a -10-foot status penalty to all Speeds.

Piercing



### BAD PARRY

**Crit Effect:** The target must succeed at a Reflex save or drop one weapon it is holding (determined randomly by the GM).

Slashing



### PLANAR RIFT

If this is a spell, the target takes normal damage and must succeed at a Will save or be sent to a random plane (determined by the GM).

Bomb or Spell





### BUSTED SHIN

**Crit Effect:** Until healed, the target is clumsy 1 and takes a -10-foot status penalty to its land Speed.

Bludgeoning



### PERFECT STRIKE

Triple damage.

Piercing



### SAPPING SLASH

**Crit Effect:** The target is fatigued.

Slashing



### LIGHT BLAST

The target is blinded until the end of its next turn.

Bomb or Spell



### BACK BREAKER

**Crit Effect:** Until healed, the target is clumsy 2 and enfeebled 2.

Bludgeoning



### DEEP WOUND

**Crit Effect:** The target is sickened 3.

Piercing



### BROW CUT

Normal damage. **Crit Effect:** The target takes 1d4 persistent bleed damage. Until the bleed ends, all creatures are concealed to the target.

Slashing



### MYSTICAL THWART

The target can't activate magic items, cast spells, or use Quick Alchemy until the end of its next turn.

Bomb or Spell



### BUSTED SHIN

**Crit Effect:** Until healed, the target is clumsy 1 and takes a -10-foot status penalty to its land Speed.

Bludgeoning



### PERFECT STRIKE

Triple damage.

Piercing



### SAPPING SLASH

**Crit Effect:** The target is fatigued.

Slashing



### LIGHT BLAST

The target is blinded until the end of its next turn.

Bomb or Spell



### SOLID BLOW

Triple damage.

Bludgeoning



### TENACIOUS WOUND

Normal damage. **Crit Effect:** The target can't heal this damage until it has rested at least 8 hours.

Piercing



### PARRYING STRIKE

**Crit Effect:** Gain a +2 circumstance bonus to AC until the end of your next turn.

Slashing



### PHASED

The target becomes incorporeal (*Pathfinder Bestiary* 346) until the end of your next turn.

Bomb or Spell



### TIRING BLOW

The target is fatigued.

Bludgeoning



### LEG WOUND

**Crit Effect:** The target takes a -5-foot status penalty to its land Speed until healed.

Piercing



### SPUN AROUND

The target is flat-footed until the end of its next turn.

Slashing



### TIME VORTEX

If this is a spell, normal damage and the target vanishes and reappears 1d4 rounds later. The target can use no actions, and any effects it has with durations do not pass while it's gone.

Bomb or Spell



### FOOT SMASH

The target is flat-footed until the end of its next turn.

Bludgeoning



### ORGAN SCRAMBLE

Triple damage. **Crit Effect:** The target is fatigued.

Piercing



### WING TEAR

The target loses any fly Speed until healed.

Slashing



### ENERGY MIGHT

If the bomb or spell deals acid, cold, electricity, fire, or sonic damage, it deals triple damage. Any other bomb or spell deals double damage.

Bomb or Spell



### LIGHTS OUT

**Crit Effect:** The target is blinded until the end of its next turn.

Bludgeoning



### BICEP WOUND

The target is enfeebled 1 until healed.

Piercing



### BEWILDERING DISPLAY

**Crit Effect:** The target is flat-footed until the end of its next turn.

Slashing



### ROARING BLAST

The target is deafened until healed.

Bomb or Spell



### ROUNDHOUSE

**Crit Effect:** Make one additional attack against a foe adjacent to the original target, using the same attack modifier as the original attack.

Bludgeoning



### RAGGED WOUND

The target takes 1d6 persistent bleed damage.

Piercing



### DELAYED WOUND

Normal damage. **Crit Effect:** The target takes the same amount of damage at the ends of its next two turns.

Slashing



### CONCUSSIVE BLAST

The target is pushed up to 10 feet and knocked prone.

Bomb or Spell





# PATHFINDER

## HIT HARDER!

Sometimes doubling the damage isn't enough! Why limit yourself when you can decapitate your foe or overload them with a surge of magical energy? With the *Pathfinder Critical Hit Deck*, when you score a critical hit, draw a card and apply one of four different effects. Beating your enemies has never been so visceral—or so much fun!

